English Home Learning wb 4.5.20

This week we would like you to get to know the story of 'The Tale of Peter Rabbit' really well because in a couple of weeks time you will be able to write your own version of the story. You can do the following activities on whichever day suits you best – this is just a guide. Before you do the activities it would be good if you could hear the story a few different times. Here are some links to help.

- An audio re-telling on the BBC website
https://www.bbc.co.uk/teach/school-radio/english-ks1--ks2-the-tale-of-peter-rabbit/zkg8f4j
- Mrs Shippam's re-telling on Tapestry
- An animated tale on YouTube
- A retelling on YouTube
https://www.youtube.com/watch?v=p_LeUSA-qIg (The Tale of Peter Rabbit)
- Reading your own book if you have one at home

Monday
Make your own Peter Rabbit puppets and put on a puppet show to tell the story. Think carefully about which characters you will need to make.

Tuesday
Create your own story setting and use your puppets/toys to act out the story.
- If the weather is nice you could do this in the garden and have one little area to be Peter's burrow and an area to be Mr McGregor's garden. Use your puppets or toys that you have around the house to be the characters. Perhaps you could ask someone to be the narrator (there is a good transcript of the story on the BBC website mentioned above).
- You could make the burrow and Mr McGregor's garden with lego or junk modelling.

Wednesday
- Act out the story. You could make masks or head bands to help you get into role. You and your family could be characters from the story. You could even write a playscript so that everyone knows what to say.
- Another idea is to make a story map of 'The Tale of Peter Rabbit' which includes all the important parts of the story such as Peter's burrow in the woods and Mr McGregor's house and garden. You could draw Peter's route.

Thursday and Friday
- Make a story mountain of the story. Draw little pictures and add notes to help you remember what is happening. The picture below should help you remember how to draw your own story mountain.

Story Mountain

Use the story mountain
to plan a story.

3. Problem

2. Build-up

4. Resolution

1. Opening

5. Ending

mello